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1   GRIP: graphics reduced instruction processor   ⬛
Gautam B. Singh
September 1991 **Proceedings of the 24th annual international symposium on Microarchitecture**
Publisher: ACM Press
Full text available: 📄 pdf(842.87 KB)   Additional Information: full citation, references, index terms

2   The Geometry Engine: A VLSI Geometry System for Graphics   ⬛
James H. Clark
July 1982 **ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques SIGGRAPH '82**, Volume 16 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(1 06 MB)   Additional Information: full citation, abstract, references, citings, index terms

The Geometry Engine[1] is a special-purpose VLSI processor for computer graphics. It is a four-component vector, floating-point processor for accomplishing three basic operations in computer graphics: matrix transformations, clipping and mapping to output device coordinates. This paper describes the Geometry Engine and the Geometric Graphics System it composes. It presents the instruction set of the system, its design motivations and the Geometry System architecture.

Keywords: Arithmetic processing, Geometric processing, Real-time graphics, VLSI

3   An experiment in architectural instruction   ⬛
Robert W. Dvorak
June 1978 **Proceedings of the 15th conference on Design automation**
Publisher: IEEE Press
Full text available: 📄 pdf(268 97 KB)   Additional Information: full citation, abstract, index terms

The College of Architecture at the University of Arizona uses the Plato computer to teach freshman basic drawing skills. The purpose of this paper is to describe how computer-aided instruction was designed and used in the Graphics Communications class and to relate the students' reaction to this experience.